+m_openglDebugContext
+m_blueBits
+m_clientApi
+m_resizable
+m_contextCreationApi
+m_accumAlphaBits
+m_accumRedBits
+m_depthBits
+m_focused
+m_auxBuffers

ec::WindowCreationHints + m_visible + m_decorated + m_autolconify + m_floating + m_maximized + m_redBits + m_greenBits + m_alphaBits + m_stencilBits + m_accumGreenBits and 12 more...

+ setHints()